GALACTIC
conqueror



GALACTIC CONQUEROR
by TITUS

1- Computer loading instruction :

CBM 64 /128 CASSETTE.
On Commodore 128, type : GO64, then press SHIFT and RUN/STOP keys together.
On Commodore 64 and SX64, turn on your screen, verify that there's no cartridge plugged into your computer. Turn on your computer, insert the GALACTIC CONQUEROR cassette in your recorder and press SHIFT and RUN/STOP keys together.

CBM 64/128 DISK.
On Commodore 128, type : GO64, then : LOAD»*»,8,1.
On Commodore 64 and SX64, turn on your disk drive, then your monitor, verify that there's no cartridge plugged into your computer. Turn on your computer and insert the GALACTIC CONQUEROR disk into your disk and type : LOAD»*»,8,1.

SPECTRUM CASSETTE.
Type LOAD»*» and press ENTER keys. Press PLAY on your recorder.

SPECTRUM +2 CASSETTE.
Turn on your monitor and your computer. Insert your GALACTIC CONQUEROR cassette in your recorder and press ENTER key.

SPECTRUM +3 DISK
.Turn on your monitor and your computer. Insert your GALACTIC CONQUEROR disk in your disk drive and press ENTER key.

AMSTRAD CPC CASSETTE.
Turn on your computer, and press CTRL and SMALL ENTER keys. Press PLAY on the cassette recorder.

AMSTRAD CPC DISK
.Turn on your computer, insert your GALACTIC CONQUEROR disk in your disk drive and type RUN»GC» and press ENTER.

WARNING :
The GALACTIC CONQUEROR disk must not be write protected, and do not remove the disk while in use.

2- CONTROLS :

The Galactic fighter is controlled either by the joystick or the keyboard.

Commands will be interpreted as follows :

Amstrad CPC:

UP	lose altitude
DOWN	gain altitude
LEFT	turn left
RIGHT	turn right
SPACE BAR	FIRE

Spectrum:

Q	(UP)	lose altitude
A	(DOWN)	gain altitude
Z	(LEFT)	turn left
X	(RIGHT)	turn right
CAPS	(Fire button)	FIRE

Commodore 64/128:

A	(UP)	lose altitude
Z	(DOWN)	gain altitude
<	(LEFT)	turn left
>	(RIGHT)	turn right
SPACE BAR		FIRE

At the end of the game, you can put your name beside your score. You do this by choosing the letters of your name one by one with the cursor. You move the cursor with the arrow keys on the keyboard. Press the space bar to store each individual letter. When you have finished entering your name, move the cursor to the END display and press the space bar again. Your new score is now stored on the disk.

3- THE STORY :

After Peace on Earth was finally achieved, a rebel movement was formed; their goal : to take absolute power. The Government was forced to engage in galactic fights in order to protect the interplanetary military base, GALLION. The Stellar League was created to protect GALLION.
The League's technicians had just put the final touch to a breakthrough in modern development, the Galactic Fighter THUNDER CLOUD II, with a firepower ten thousand times superior to its ancestor, THUNDER CLOUD, and a negative ionization ultra-sensoriel protection shield.One major problem remained : to find a pilot.

After searching for several months, the League's scientists realized that the champions of the OFF SHORE Game, who possessed technique, stunning strategy and reflexes, were the most qualified to pilot THUNDER CLOUD II. Lake Baikal, Siberia - June 2080.

YOU, the new champion of the OFF SHORE battle, are offerered a mission of extreme importance : annihilate the enemies of Peace throughout the Galaxy.

You will receive ten million dollars if you accept !

In order to be part of the Galactic Squadron, you will have to go through extremely intensive training. Once you have passed all the tests, you will attain the rank of Conqueror.

You will then have to be capable of the highest strategy and skill to succeed. Your life will be in danger at all times and also, for each fight you will be engaged in, the lives of millions will

be at stake ! Never let the enemy come closer than ten light-years from GALLION, where the Galaxy's defense weapons and top-secret research information are stored. Any wrong decision on your part could mean destruction for GALLION, and the end of the era of Peace ...

4 _ YOUR MISSION :

A brand new Conqueror, YOU enter the Mother-Ship which will take you to GALLION where the best equipment will allow you to detect enemy positions throughout the Galaxy. Through the surveillance probe, you will get information regarding the 416 planets of the interstellar group. We advise you to select groups of planets which are under enemy domination (red planets) or very far from ally planets (blue planets). At all times, you will have to be aware of the way the invasion is progressing, in order not to leave the blue planets which are near GALLION without protection, in front of a large number oof assailants.

THUNDER CLOUD II is equipped with a protection shield which gets reinforced after each conflict. You will be kept informed on the condition of your shield which is displayed in the top right of the screen. As your shield is depleted the blue coating recedes towards the centre of the shield, and once the coating has gone your shield has been destroyed and the next hit will destroy your space fighter ! A bright flash in the sky will indicate that the shield has receivved a violent impact; in case of destruction of the shield, the pilots are teleported at once to the Mother-Ship before THUNDER CCLOUD II explodes. Since an unlimited number of fighters is available to you, you can select a less dangerous planet and go back immediately. Each mission includes the 3 following stages :

1- The ground fight : You will be confronted with mines, probe-robotts, missiles and also meteorites.

2- The aerial fight : Doing tail-pins, you will encounter the Enemy Space Army, missiles and meteorites. Attention ! Your shield will be damaged according to your enemy's firepower.

3- The space fight : You will fight the last of the space enemy troops and then be transported back to the Mother-Ship. After the space fight you will be brought back to the Mother-Ship, examine the map of the Galaxy to evaluate enemy progression and select a new planet to defend according to priority. For each new mission you will have to win the 3 fight stages. Remember that GALLION is constantly threatened; a wrong strategic choice could be fatal to it.

5- SCORE & BONUS

Score:

Enemy Space Fighter	2500	points
Mine	1500	points
Meteorites	500	points

Bonus:

Successful fight stage 1	10000	points
Successful fight stage 2	15000	points
Successful fight stage 3	20000	points
Pacified planet	40000	points
1 of the 8 Moons pacified	50000	points

6- COPYRIGHTS :